Claims

Sub B'

1. A device for receiving data transmitted using asynchronous data transmission technology, in particular audio and video data, to which a data-independent clock signal is added, having a memory device (17), which stores the received data for the required period of time in order to compensate for transmission delays (Cell Delay Variation), characterized in that the clock signal is sent to the memory device (17) for readout of the data.

2. The device according to Claim 1, characterized in that it is designed for receiving data transmitted by the ATM (Asynchronous Data Transfer) technology.

A 3. The device according to Claim 1 ~~or 2~~, characterized in that the memory device (17) is designed as a FIFO memory (19).

4. The device according to Claim 3, characterized in that the FIFO memory (19) is dimensioned so that the received data are storable for a period of preferably 100 μs to 250 μs per switching node.

A 5. The device according to ~~one of the foregoing~~ claims, characterized in that a clock (21') providing a clock signal is synchronized with at least one other device (3; master/slave mode).

A 6. The device according to ~~one of~~ Claims 1 ~~through 4~~, characterized in that the clock (21) is not synchronized with the clock of the transmitting device, and means for adjusting the received data stream to the clock rate of the clock (21) are provided.

7. The device according to Claim 6, characterized in that the

clock rate adjusting means double or omit certain data signals when reading from the memory device (17).

8. The device according to ~~one of the foregoing~~ claims, characterized in that the clock (21) is synchronized via an external normal clock rate.

9. The device according to ~~one of the foregoing~~ claims, characterized in that a switchover device is provided, which classifies the received data into data classes and relays them to a corresponding device.

10. A method of transmitting and receiving data signals, in particular audio and video data signals between two studios (1, 3), with each studio having a studio clock rate, characterized in that the data signals are transmitted using ATM technology, and the received data signals are temporarily stored and read out at the studio clock rate.

11. The method according to Claim 10, characterized in that the studio clock rates are synchronized.

12. The method according to Claim ~~9 or~~ 10, characterized in that the received data signals are stored during a time period that is sufficient for compensating transmission delays.

13. The method according to ~~one of~~ Claims 10 ~~through 12~~, characterized in that in order to synchronize the studio clock rates, a normal clock rate of a network operator is supplied directly or indirectly.

14. The method according to ~~one of~~ Claims 10 ~~through 13~~, characterized in that the clock rate of one studio is used for synchronizing two studios (master/slave mode).

15. The method according to Claim 14, characterized in that a normal clock rate is sent to one studio, which is relayed to

the other studio via the link line (5).

16. The method according to Claim 10, characterized in that, when the studio clock rates are not synchronized, the clock rates are adjusted using a plus/zero/minus packing procedure.

17. The method according to Claim 16, characterized in that when audio signals are transmitted, these are checked for irrelevant data signals and the data signals that are irrelevant for the clock rate adjustment are retransmitted in double or omitted.

[captions to Fig. 1]

15	control
21, 21'	studio clock rate
A	data flow
B	clock signal supply

[captions to Fig. 2]

27	normal clock rate
A	data flow
B	clock signal supply

[captions to Fig. 3]

21	studio clock rate
27	normal clock rate
A	data flow
B	clock signal supply
D	ATM network

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